

COMP1501 - Tutorial 10
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Tier 1

Task 1

- The Mine
 - The mine is a tower you can place anywhere on the map that will give you 40 coins after each wave has occurred.
 - You can place as many as you wish, although they take up quite a large amount of space.

Task 2

- Newer, Stronger Enemies
 - Since waves are infinite, 2 enemies are unlocked. After 10 rounds, there will be an enemy that is stronger than the others, moves at a faster rate but has less health than the others. The trick with this enemy is that since they are faster, they get through the level quicker and take less damage as the towers are not fast enough to keep up with it. Hence the less health.
 - The other enemy is a literal russian doll. It starts off looking like a normal weak enemy, then as it dies, the enemy keeps spawning back but progresses in health and speed. Meaning if there were tiers of enemies, it would start tier 1, on death it would spawn a tier 2 in that same location, and so on and so forth until the final enemy (being the one above) is spawned.

Task 3

- Minecraft.
 - The style will be kind of like minecraft. I will use the top of grass blocks for the grass tiles, dirt block texture for dirt tiles, the towers will be floating eyes, with different colored eyes to match the tier.
 - Examples of these: [RPG Nature Tileset - Seasons by Stealthix \(itch.io\)](#)
 - Example of the eye: [Monsters Creatures Fantasy by LuizMelo \(itch.io\)](#)
 - The enemies will have a reference to players in Minecraft, in this case, just a Human.
 - Examples: [16x16 DungeonTileset II by 0x72 \(itch.io\)](#)

Tier 2

Task 1

- Completed Above

Task 2

- Literal just upgrading
 - You click on the tower, you can upgrade to the tower tier above it if there is one for less coins than it would cost to just buy one. Can be upgraded 3 times.
 - After all upgrades, you can temporarily upgrade it a fourth time to "overload" it.
 - The rate of fire is 0.1 seconds, the radius is increased by double its normal size

Task 3

- Corners being rounded, doable
 - Take the dirt image, copy it, edit the copy to have a rounded corner, then rotate for each corner so it matches.

Task 4

- New level every 15 waves, the map style doesn't change but pathing will. Since waves are infinitely occurring, you'll be able to reach 10 levels after 150 waves. The game does eventually end after 510 waves, or 34 levels. Pathing will change, but will be limited so reused pathing will be used.

Tier 3

Task 1

- Completed above

Task 2

- M-5: Unique tower that spawns friendly units
 - This tower can only be placed anywhere and will spawn friendly units at the end of the path and have them go the opposite way to attack the enemies coming through just like the towers.
 - They don't sit in place and attack, they are a stampede that will crush the enemies entirely and go through all of them until they disappear at the starting point for enemies. This will damage enemies by minimal damage.
- P-1: Sound-Effects
 - Sound effects for tower shoot, enemy die, wave start, game end
 - On tower shoot, the game will make a sound that sounds like a gun firing (low volume)
 - On enemy die, there will be a sound resembling the enemy death noise in "Dark Soil"
 - On wave start, there will be a "ding" sound resembling the ding noise from Minecraft.
 - On game end, sad music for lost game, cheery for won game
- C-3: Add 4 new enemies that use previous templates
 - These 4 enemies will use the templates of the previous tiers of enemies. These enemies will be shaded red and will be known as "Overclocked enemies". They have twice the health the normal enemy of that tier would have and deal more damage when making it to the end of the path.
- P-3: Adding screen transitions
 - Title Screen is the first thing that appears, you have to click any button to begin the game.
 - End screen will depend on whether or not the player has won or lost. If the player wins, there will be a winner screen with their final score (being the amount of enemies destroyed). On loss, there will be a game over screen telling the player to try again and to press any button to restart.
 - Text at the top of the screen in a safe spot where it wouldn't impact pathing to tell the player that a new wave has begun.
 - Example of how this could be done is found here: [Link](#) (Line 357 - 380)